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Army List: Heroes / Ents / Treemen							
Name [Size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost	
Forest Lord [1]	3+	3+	Hand Weapons (A3)	Hero, Slow, Tough(4)	А	60pts	
Forest Ranger [1]	4+	5+	Hand Weapons (A3)	Hero, Stealth, Strider, Tough(3)	В	45pts	
Forest Shaman [1]	5+	6+	Hand Weapons (A1)	Hero, Slow, Tough(3), Wizard(1)	С	35pts	

C: Upgrade Wizard(1): Wizard(2) +15 D: AP + 1

Army List: Troops - Forest Dwellers							
Name [Size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost	
Forest Spirits [3]	4+	5+	2x Hand Weapons (A3)	Strider, Regeneration, Tough(3)	All: +5 for bow (18", A1) or +15 for bow (30", A1, AP(1))	180pts	
Saplings [5]	4+	5+	Flung Boulders (24", A1, AP(1), Blast(3), Indirect), Hand Weapons (A1)	Slow, Tough(2)	D	155pts	
Forest Druid [1]				Shapeshifter, Forest Defender	C: Upgrade Wizard(1): Wizard(2) +15	110pts	
- Wizard Form	4+	6+	Hand Weapon (A1)	Wizard(1)			
- Beast Form	4+	3+	Claws (A6, AP(2))	Fear, Strider, Tough(3)			
Lord's Familiar [1]	5+	6+	Hand Weapons (A1)	Familiar (Forest Lord), Repair		25pts	

Dryads? With bows? A little ranged attack would be good.

Army List: Troops - Animals						
Name [Size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Forest Dragon [1]	4+	2+	Claws (A6, AP(2), Poison)	Fear, Withering Breath, Flying, Tough(6)		180pts
Great Bear [1]	4+	2+	Claws (A6, AP(2))	Fear, Impact(3), Tough(6)		155pts
Forest Trolls [3]	4+	5+	Hand Weapons (A3, AP(1))	Regeneration, Tough(3)		165pts
Forest Bears [5]	4+	4+	Claws (A2)	Tough(2)		135pts



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Army List: Troops - Animals (oont)					
Forest Owls [3]	3+	5+	Claws (A2)	Fast, Flying, Scout		120pts
Wild Boar [1]	4+	4+	Tusks (A3, AP(1))	Fast, Furious, Impact(3), Tough(3)		60pts
Army List: Troops - Bugs						
Name [Size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Giant Slugs [3]	4+	3+	Slime (A2, Poison)	Regeneration, Slow, Tough(2)		115pts
Slimy Beast [1]	3+	2+	Tongue Grasp (12", A1, AP(1), Sniper), Claws (A6, AP(1), Poison)	Fear, Flying, Tough(6), Madness		190pts
Giant Spider [1]	3+	2+	Claws (A6, AP(1), Poison)	Fast, Fear, Strider, Tough(6)		175pts
Spiders [5]	5+	5+	Claws (A2, Poison)	Fast, Strider		85pts
Forest Creatures Swarm [3]	6+	6+	Hand Weapons (A3)	Fearless, Strider, Tough(3)		60pts
Army List: Troops - Plants						
Name [Size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Triffids [5]	4+	3+	Stinger (12", A1, Rending), Barbs (A2)	Regeneration, Slow, Tough(2)	+20 for Stealth, +20 for Ensnare	195pts
Monstrous Gorse [5]	2+	6+	Thorns (A1, Poison)	Ambush, Immobile, Squishy, Tangling	+10 for Stealth or +20 for chameleon, +10 for Ensnare	95pts
Tangling Roots [5]	6+	6+	Roots (A1, AP(4))	Ambush, Immobile, Tough(2), Squishy		30pts
Plant Cannon? [1]	4+	5+	Heavy Mortar (48", A1, AP(2), Blast(6), Indirect)	Artillery, Immobile, Tough(2)		105pts

Upgrades: A							
Replace Hand Weapon:							
2x Hand Weapons (A3)	+10pts						
Great Weapon (A3, AP(2))	+10pts						
Upgrade with up to two:							
Forest Famliar (A2, AP(1))	+10pts						

Special Rules	
Ensnare	Enemy units get -1 to their melee rolls when fighting against this unit.
Tangling	Enemy units that fight in melee against this unit count as having the Slow special rule for the rest of the game.
Squishy	This model has no Defense value, so every hit causes a wound.
Familiar (Hero)	Familiars may only be taken as a unit (or combined units) along with the specified hero (e.g., "Familiar (Forest Lord)" can only be taken in a unit with the Forest Lord). When rolling to block, the unit and hero both use the defence value of the hero as long as the hero remains alive.
Chameleon	Enemies get -2 to their shooting rolls against this unit.
Withering Breath	Once per round, models with this special rule may either deal 3 automatic hits with AP(1) when fighting in melee, or to one enemy unit within 12" when shooting.
Shapeshifter	At the start of this unit's activation it may choose which form to spend this turn, and may not change until the next activation.
Forest Defender	Enemy units carrying axes get -1 to their rolls when fighting in melee with this unit.

Background and Notes

All special rules and elements in this army list are based on existing rules and elements in AoF.

Points are based on the AoF Point Calculator version 1.21.



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Suggested Models			Suggested Models (co	nt)	
Creator Sets / Full Armies	Models	Use For	Mini Monster Mayhem	Forest Dragon	Forest Dragon
Cult Miniatures	Forest Arm	ý	Epic Miniatures	Forest Trolls	Forest Trolls
Codex Universalis	BlackWood	Guardians	Epic Miniatures	Owlbears	Forest Bears
Epic Miniatures	Savage	Snail, Dragon,	TytanTroll Miniatures	Boars	Wild Boar
	Mountains		Troops - Plants		
Heroes		Spiders	PrintYourMonsters	Plants	Triffids, Monstrous Gorse
Witchsong Miniatures	Lord of the Grove	Forest Lord	Cast n Play	Shades	Triffids, Monstrous Gorse
https://www.myminifactory.com/obj- ect/3d-print-plague-avatar-259626		Forest Lord	Epic Miniatures	Man-Eating Plants	Triffids, Monstrous Gorse
Artisan Guild	Uldar Druid, Beast	Forest Druid	HatredStudios	Valley of Thorns	Monstrous Gorse

Troops - Animals



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Suggested Models (cont)		
Titan Forge	Swamps	Shrooms, frogs
Helge	Cannon- Plant	Forest Cannon
TigerSkullRPG	Seed Spitter	Forest Cannon
Troops - Bugs		
To Add		
To do		
ELIEDE_3D	Wood Golem or Forest Guardian	Forest Golem
https://www.myminifactory.com/object/3d-prin mp-collection-slime-ooze-encounter-pre-sup		
https://www.myminifactory.com/object/3d- print-infested-woodlands-set-insect-plant- encounter-forest-collection-pre-supported-	Cool giant c	entipede

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https://www.myminifactory.com/object/3d-print-forest-of-wonders-set-magical-woodlands-collection-pre-supported-250253



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